

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

EDUCATIONAL DRIVING BOARD GAME

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EDUCATIONAL DRIVING BOARD GAME
(Attorney Docket No.JJB-101A)

BACKGROUND OF THE INVENTION

1. Field of the Invention

5 The present invention relates to a game

involving motor vehicle operations which relies

upon realistic driving laws, rules and

regulations for play action. It is both an

entertainment game and an educational game, and

10 may be particularly useful in driver education

programs and driver re-education and rehab

programs.

2. Information Disclosure Statement

15 United States Patent No. 3,656,757 describes

a game apparatus comprising a board having

thereon indicia representing farms, a market, and

roads therebetween, said roads crossing to
provide collision points and being provided with
obstacles, a plurality of movable pieces
representing farm animals and products, and a
plurality of movable miniature truck pieces each
having capacity for receiving and transporting a
plurality of said first mentioned movable pieces,
said truck pieces being movable over said roads
between said farms and said market.

United States Patent No. 4,824,117 describes
a game board in which one object is to acquire
animal body parts. The game employs a game
board, tokens, and a set of "Hospital Cards"
which designate various animal parts. A round of
the game ends once a player completes an animal
and has successfully moved his token to its

corresponding "Home" space on the game board.
After playing four rounds a "Winner Card" is
picked which establishes the criteria for
determining the winner.

United States Patent No. 5,042,816

describes an educational and entertaining game
that challenges the players knowledge of the
Bible. The game is played by rolling a die and
moving a game piece the appropriate number of
spaces. Each game board space has an instruction
thereon, that tells the player what to do. The
objective of the game is to acquire a
predetermined number of points before your
competitors. Points are gained by landing on an
appropriate game board space which indicates a
point reward for the correct answer to a Bible

question. The game board spaces are so varied as to provide multiple options. Three sources of Bible questions exist depending upon the game board space encountered. Additionally, game board spaces are randomly positioned through out the game board that cause the players to surrender points to the bank or other players. Success in the game is dependant upon knowledge of the writings contained within the Bible. Answers to the various questions are provided, but Bible citations are also included so that answer can be directly obtained from the Bible. Pathways between sections of the game board exist that may acquire a player to answer a specialized area of Bible based trivia. The difficulty and pace of the game are so designed as to challenge

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a player into learning all aspects of the Bible while having fun and interaction with other players.

United States Patent No. 5,120,066 describes an educational game apparatus which tests the player's ability to match key word or key symbol to one or more subwords or subsymbols. The key and list of possible answers are provided on cards, where the correct answer to the match is noted on the card back. Correct answers by a player translate into moves for the player's pieces around the continuous playing path of a game board. To win the game, a player must land each of his playing pieces on individually lettered spaces of the playing path to spell out the name of the game (i.e., T, H, E, S, A, U, R,

U, S). Players have the opportunity during the game to increase the number of moves awarded them by gambling on the correctness of their answers. Special rules for game play arise when a player lands on a space already occupied by an opponent.

Notwithstanding the prior art, the present invention is neither taught nor rendered obvious thereby.

SUMMARY OF THE INVENTION

The present invention is directed to a competitive educational driving board game for a plurality of players. It includes a game board having a plurality of paths representing roadways with a plurality of spaces located therein.

There is a beginning space and an ending space,

and, in some embodiments, the beginning and
ending space are one and the same. There are a
plurality of icons, each of the icons
representing a motor vehicle for movement along
the plurality of spaces on the board. A
plurality of game cards are included, having
instructions thereon representing an event, an
icon movement, an icon freeze, a fine, penalty,
or bonus. There is at least one chance device to
determine movement of the icons along the
plurality of spaces by generally sequential use
of the chance device by a plurality of players
for competitive movement along the plurality of
spaces, and instructions setting forth rules for
playing said competitive educational driving
board game.

In some embodiments, the present invention game may be used in driver's education programs and the instructions and other components of the game may include or incorporate the rules of the road and fines and penalties corresponding to actual state law.

The instructions direct a plurality of players to move along the plurality of spaces in accordance with the outcomes of the chance device with an object of the game being to move from the beginning space to the ending space and to incur fines and penalties for violating rules of the road of said instructions. In preferred embodiments, the plurality of paths include roadway indications including stop signs, one-way signs, yield signs, and divided roadways with

passing zones and no passing zones. There may
also preferably be spaces with signal light
representations of green lights, red lights, and
yellow lights. In these embodiments, the primary
game cards include one of the signal lights such
that when a player lands on a space with a
particular signal light color, the player must
select a game card having that color signal
light.

The present invention game may also include
a billboard with illustrations which include a
speeding chart and a board violation chart.
Alternatively, these, as well as an alcohol level
violation chart, could be included in the
instructions or elsewhere.

The chance device used in the present

invention game may be selected from the group
consisting of a die, dice, a spinner board and
combinations thereof. In one preferred
embodiment, the chance device includes a spinner
board having a first spinner and a second spinner
wherein the first spinner is located on an
alcohol level layout and the second spinner is
located on a speed layout.

The game cards may relate to violations
which direct a user to spin one of the first
spinner and the second spinner to determine the
gravity of the violation and to derive penalties
and fines therefrom. Additionally, the present
invention game may further include a plurality of
drivers license cards for a plurality of players,
which license cards may be suspended or revoked

during game play.

In order to add personality to the game,
these may be ranges for some penalties which may
be arbitrarily set by a player with this
5 authority, e.g., a director. Thus the game may
further include a space designated as a
"director" space and the instructions would
dictate that the first player to arrive at the
"director" space will be given specific special
10 authority to resolve disputes and to specify
fines and penalties within specific ranges.

In some embodiments, the starting space is a
parking lot having sufficient parking spaces to
accommodate a plurality of icons.

15 In some preferred embodiments of the present
invention game, the chance device is at least one

die. Preferably, the die is a cube having one blank side and having five remaining sides with count indicia selected from the group consisting of 1, 2, and 3.

5 BRIEF DESCRIPTION OF THE DRAWINGS

10 The present invention should be more fully understood when the specification herein is taken with the drawings, wherein Figure 1 shows the game board; Figures 2a, 2b, 3 and 4 show the game cards and Figures 5 through 11 show the game components and instruction manual.

15 DETAILED DESCRIPTION OF THE PRESENT INVENTION

Figure 1 illustrates a game board 1 of the present invention competitive educational driving game board. Board 1 has a top surface 3 with

various illustrations, some being essential aspects of the present invention game and others being colorful graphics. There are path ways emulating roads, such as pathway 5 and a plurality of spaces representing roadway related sections, such as open lane roads, passing zone marked roads, divided roads, bridges and the like. Pathway 5 includes spaces 7, 9, and 11 and these are typical spaces utilized in game play. Starting place 13 is also the ending space for the game, but the ending space could be at a different location. Icons are placed in the parking lot of space 13 and then moved in any direction permitted. The object is to arrive at the Director's space 17 first, and then to return to space 13. The final object is to become the

first player to have both returned to space 13 and eliminated all fines and penalties. More details of actual game play are set forth in the example described below.

5 Board 1 spaces contain various types of real world indicia, such as one-way arrows 19, both direction no pass zone 21, one direction pass zone 23, and both direction pass zone 25. In addition, there are colored traffic signal lights, such as red signal light 41, yellow signal light 43, and green signal light 45. These indicate which color game card must be taken, e.g. from the top of the deck, by the player landing on that traffic signal. There are also stop signs, such as stop sign 47, at various locations and these stop signs, as well as the

other rules of the road indicia should not be violated to minimize penalties and fines.

Board 1 also includes interesting graphics such as ball park 29, lake 31, bridge 33 and railroad tracks 35. These could be either simply for graphic display or could be involved in actual game play, such as utilizing the bridge as a space and having stop and slow areas at the railroad tracks and ball park.

Figures 2a and 2b show front and back illustrations of a representative game card of the present invention. Game card 51 has a front 53 with a yellow color signal light 55. Back 57 of game card 51 in Figure 2b forces the player into a potential speeding situation by requiring the player to follow steps 1, 2, and 3 set forth

thereon.

Figures 3 and 4 show two additional back
sides of the present invention game cards. Card
61 shows a back side 63 with a construction
illustration, directing the player to go back 3
spaces. Game card 71 of Figure 4 shows back side
73 indicating a drunk driver situation wherein
the player spins for alcohol level and checks the
billboard for fines. These cards are
representative of the different types of
interventions that may occur during game play
when drawn by a player.

Figure 5 shows one form of icon utilized in
the present invention game, specifically
automobile 75. While the icons represent players
in driving circumstances, they do not need to be

physical representations of vehicles, but could be any form of moving piece with some identifier for board play.

Figure 6 shows an optional, but preferred license 77, typical of licenses issued to each player which may be revoked or suspended during game play.

Figures 7a and 7b show obverse 81 and reverse 83 of token 80, which may be used to determine a positive or negative outcome for specified events. During game play, for example, one player might catch another player committing a violation which would be judged favorably or unfavorably based on the toss of coin 80.

Alternatively, a game card might direct a player to toss coin 80 to determine whether or not a

specified penalty stated on the game card would occur.

Figure 8 shows two dice collectively as dice 85, individual die 87, and individual die 89.

Each have at least one blank side and have count indicia which range from one to three.

Alternatively, conventional dice having one to six indicia could be used, or any other chance device could be used to determine movement along the pathways of the game board. For example a hand held random hit computer could display a number for each player's movement, or a basic zero through six spinner or other spinner could be used.

Figure 9 shows game instruction booklet 95 which is described in more detail below.

Figure 10 shows billboard 100 with a bracket on its backside for maintaining it in a vertical position by the game board for all of the players to see. It includes a speeding chart 101 with fines and points for various speeding levels; a violation chart 103 showing fines for non-speeding violations and B.A.C. chart 107 showing alcohol levels, penalties, fines, and points.

Figure 11 shows a double spinner board 110. It includes a first spinner 111 with two sets of indicators in annular format. The outer ring 113 shows speed limits and the inner ring 115 shows the payment system for end play fine eliminations. Second spinner 117 is used to determine alcohol levels when a drunk driver game card has been drawn.

The above components utilized in preferred embodiments of the present invention are shown functionally by the following example:

THE OBJECT OF THE GAME

Drive to the Director's office, and back home again with no fines. The first player to pay their fines in full after returning home will become the winner.

The following is a list of pieces that make up your Finetown game.

THE GAME BOARD

The game board is a map of Finetown. There is a home area where players park their cars, roads that are divided into individual spaces, the gold road, which is also divided into individual spaces, a Director's office, and an enter/exit

space into each of these areas. Spaces on the road may contain a red, yellow or green circle. This map also contains street markings and signs that pertain to possible board violations. The board also contains a one-lane bridge. There are two spaces crossed by railroad tracks.

BILLBOARD

The Billboard contains the Board Violations Chart, Speeding Chart, and the Blood Alcohol Content, (B.A.C.) chart. These charts are used to determine the punishment that the violator is to receive.

COIN

The Coin represents the eye of the law and is used when a board violation is noticed by one of the players. If the coin is flipped and lands

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with the eye open, **"you pay"**. Check the chart for the fine. If the eye is closed **"Have a nice day"**, no violation is assessed.

SPINNERS

5 The M.P.H. spinner contains a speed range of 0-120 Miles Per Hour. It also contains a **Finetown payment system**. There is also a B.A.C. spinner with levels from .00 to over .16.

DICE

10 These are used to determine who starts the game, and the total amount of spaces a player may move during a turn. Doubles role again except on double blanks.

CARS

15 These represent the positions of the players in Finetown.

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LICENSES

Licenses are kept for players for proof of driving privileges during their stay in Finetown.

Each license reflects the attitudes of great drivers everywhere.

DIRECTOR

The director is "The most powerful player in Finetown".

RAPSHEET

This is a score sheet used to keep records of all the fines accumulated by players.

CARDS/150 PCS.

There are ten different types of Finetown cards.

a) Violation Cards: Violation committed; the amount of fine will be written on the Rapsheet, and a possible exemption notice. (If player holds

this title they receive no fines.)

b) B.A.C.: Player must spin B.A.C. Once the B.A.C. level is determined, the fine is assessed.

c) Speeding: Player must spin MPH spinner for speedometer reading. If the reading is higher than the speed limit sign in that space or the last speed limit passed, the speed on the sign is subtracted from the speedometer reading. The difference is the MPH over the speed limit. Players check the chart for fines and points. Each point equals \$1..

d) Check Point: When this card is drawn there are three distinct possibilities:

1. Move Ahead-Player must move all spaces indicated in the card in any direction.
2. Move Back-Player must move back total amount

of spaced indicated on the card in the direction
in which they came.

3. Lose Turn-Player loses number of turns
indicated in the card.

5

e) Marooned: Player loses one turn.

f) Free B.A.: Player holds onto this card.

This card may be turned in at any time during the
game instead of picking up a card or flipping the
coin. At the end of the game they are

10

surrendered for beans and apples.

g) Warning: This is a warning of a
violation. No fines are assessed.

h) Lucky Day: The amount in the card is
ceremoniously subtracted from the players' fines.

15

If the player owes less than the dollar amount
shown on these cards, any excess is surrendered

as a surcharge.

i) Designated Driver: Player holds this card. This card may be turned in at any time during the game instead of spinning when B.A.C. card is picked.

j) Question: Player must answer the question on the card correctly. An incorrect answer may result in a fine.

Good red cards are better than good green cards; and bad red cards are worse than bad green cards. Yellow cards are of course, in between.

SET UP:

- 1) Open game board and place on suitable surface.
- 2) Set up spinners, charts, game cards and Rap sheet.
- 3) Place the coin eye up in the Town Square, the

center of Finetown, with the dice nearby.

4) Each player must pick a car and license.

HOW IT STARTS

1) Players roll dice to determine who goes first.

2) Player with the highest number rolls first and parks in the spot marked "FeeFee".

3) Players roll in a clockwise order and park their cars in the corresponding parking spots.

4) The last player to leave home must keep score and park their car in the spot marked "U'Write Right" even if there are less than eight players.

This player becomes the Director and receives Director's privileges. This player assesses an insurance charge of \$500 to all players.

WHAT HAPPENS:

1) Players may move total amount of spaces shown

on dice.

2) If a turn ends in a space containing a circle,
a card of that color is picked.

3) If a player is accused of a board violation,
they must flip the coin.

4) If a player lands in a space with no circle,
and no board violation is noticed, the next
player rolls.

5) All players will enter the golden road and try
to become Director.

GOLD ROAD RULES:

Becoming Director:

a) Once a player enters the Gold Road, they
can not leave until there is a Director.

b) 2 cars can land on 1 space.

c) Players may move in any direction, but if

the total number of spaces cannot be moved in either direction, the move is forfeited.

d) To become Director, the player must roll the exact amount of spaces to end their move in the exact amount of spaces to end their move in the Director's office.

e) This player will receive certain privileges: See Director privileges.

f) After a Director has been decided, all players must pass the entrance to the Director's office, (even if previously passed), and yell "PASS" before leaving immediately. There is no re-entry allowed.

GOING HOME:

a) First player home becomes FeeFee, and parks in that spot. This player receives a \$500

bonus.

b) Players park in the numbered spots in the order that they return home.

c) Last player home becomes U'Write Right, parks in that spot, and must keep score until the end of the game.

FINETOWN PAYMENT SYSTEM:

a) When a player returns home they spin the DMV spinner once during their turn to reduce fines.

b) Any dollar amount assessed is subtracted from their fines. If the dollar amount shown on the spinner is more than the players' fine, any excess is surrendered as a surcharge.

c) All fines can be paid by spelling DMV or landing on the space marked DMV.

DIRECTOR PRIVILEGES:

- 5
- a) This player receives a bonus of \$500.
 - b) Assesses a 10 MPH Zone when a speed limit can not be decided.
 - c) Decides the total fine when a minimum/maximum card is picked.
 - d) Makes final rulings on Back Seat Driver fines, and any other arguments of controversy that may arise during the game and makes rulings in special violations.
- 10

RULES AND REGULATIONS:

- 15
- 1) Four players may occupy a red space at one time. A fifth player flips the coin.
 - 2) After leaving the home area, no player may re-enter until Director status has been determined.
 - 3) Director, FeeFee, and U'Write Right are

determined before the game begins and when
players return home.

4) Players stay to the right of the road except
when passing.

5) When a player loses a turn, they surrender
their license ceremoniously to the Director for
the duration of the license suspension.

6) The players' license is considered suspended
until the total turns are lost and the license is
returned.

7) A player moving while suspended is subject to
a \$1000 fine, as well as all violations that
occurred during that move.

8) A turn begins when the player rolls the dice.

9) A turn ends when the next player rolls the
dice.

10) All accusations of violations must be made during a players' turn, or the offender may not be brought up on any charges. This is known as the statute of limitations.

11) Any violations and/or fines that occur between the work area signs, including the spaces containing the signs, are doubled.

12) No player is obligated to state a violation they have committed.

BOARD VIOLATIONS CHART

a) Stop Sign: A player approaching a space containing a stop sign (located on the side of the road, in the direction they are traveling) may stop in that space, and forfeit the rest of their move to avoid a possible board violation.

b) Yield Sign: A player approaching a yield

sign may not enter the circle if there is a car in the first place after the yield sign.

c) R/R Crossing: A player may not end their turn in a space containing railroad tracks.

5 d) Wrong Way on One Way: Players may not move the wrong way on one way streets, there are signs and street markings indicating the flow of traffic.

10 e) No Left/Right Turn: Players may not turn onto a one way street in the wrong direction.

f) No Passing: A player can not pass a car stopped in a space containing double yellow line or solid and dotted yellow lines if the solid line is on the side the player is traveling.

15 g) No U-turns: U-turns can only be made at the beginning of a move, and only in a passing

zone.

h) Accident: An accident occurs when a player ends their move in a space occupied by another player.

5 The coin is flipped when one or more of the above is committed, and in the order they are committed. However, no player is obligated to state their own board violation(s).

SPECIAL VIOLATIONS:

10 a) When returning home, no player may pass the orange space without entering.

b) Any player suggesting a route to another player while a turn is in progress; or, any player who wrongfully accuses another of a board violation.

15 c) A player moving the incorrect amount of

spaces will be subject to lost clause fines.

d) Once a player move their car from a space they may not return to that space to choose an alternate route.

5 e) Any players moving the wrong car forfeit their own move, and the mismoved car if left where it is. No cards are picked, and no board violations have been committed.

10 f) A player attempting to return home, after a Director has been decided, but without passing his office will be charged with the "lost clause".

15 For the above violations the Director may assess a fine of no less than \$100 and no more than \$1000.

Obviously, numerous modifications and

variations of the present invention are possible
in light of the above teachings. It is therefore
understood that within the scope of the appended
claims, the invention may be practiced otherwise
than as specifically described herein.

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